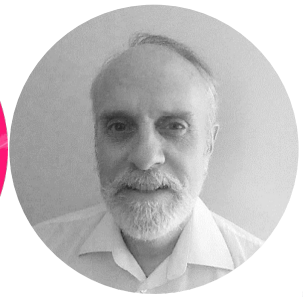
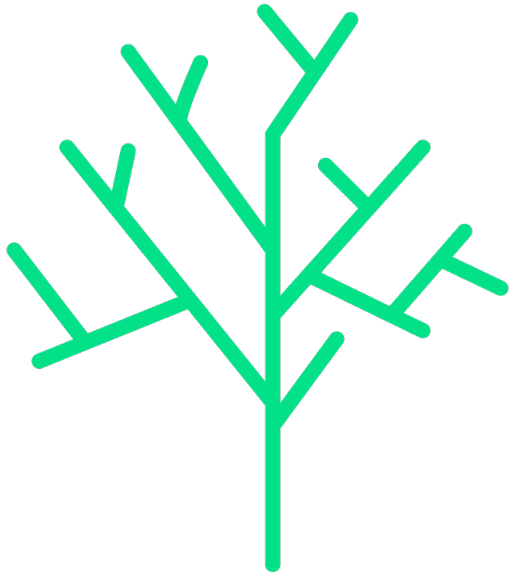
The Composite Pattern



Gerald Britton

Pluralsight Author

@GeraldBritton www.linkedin.com/in/geraldbritton



Part of a tree = mini tree

Part-whole hierarchies

A part resembles the whole

Composite Pattern handles hierarchies

Uniform code for the part or the whole

Motivation

Family trees

Parents and children

Want to find the oldest person

But some people not in families

Want to include them

What about married children?

Or grandparents?

Demo

Simple family

Plus, some unattached singles

Look at one way to find the oldest

See what kind of trouble I get into

Composite

Classification: Structural

Compose objects into tree structures

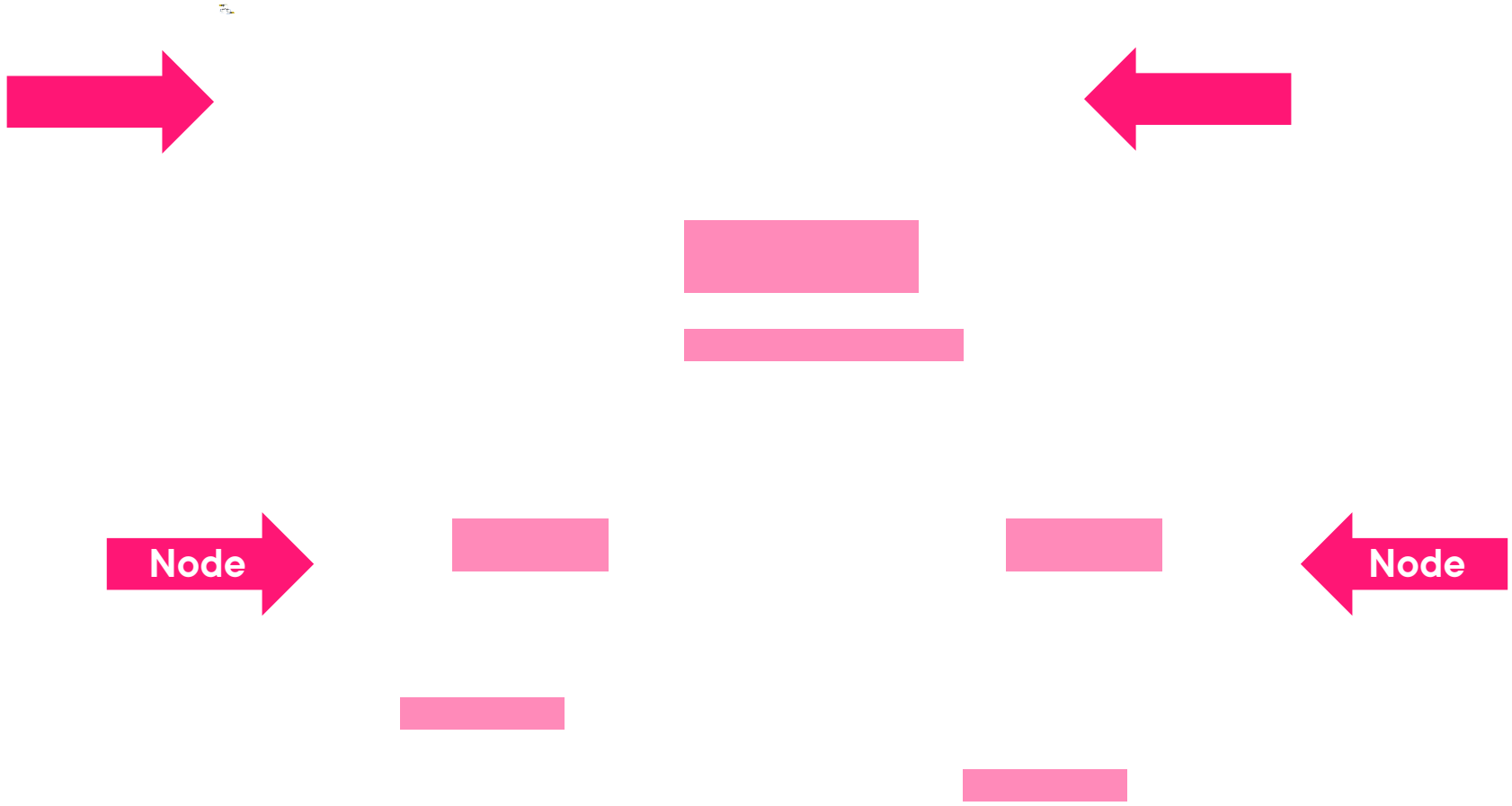
Represent part-whole hierarchies

Clients can handle individual objects

...and collections of objects

Using the same code

Composite Pattern Structure



Demo

Implement the Composite Pattern

Create a tree holding families and singles

Family and Person -> AbsComposite

Simpler client code

Consequences

Single interface to tree structure

Uniform access to subtrees and leaf nodes

Simplified client code

No need to do run time type checking

Easy to add new kinds of components

...without changing client code

Follows the Open/Closed Principle

Violates the Single Responsibility Principle

Summary

When to use Composite Pattern?

When your data fits a tree-like structure

Client code can treat data uniformly

Children can maintain parent references

Possible to share components

Can make your design too general